Finishers

Breaking Blow

Finisher, special

When you hit a creature with an attack, you can expend all of your Momentum dice to force the target to make a saving throw, or suffer a condition for 1 minute on a failure. The DC of the save is 8 + your Strength or Dexterity modifier (your choice) + your proficiency bonus. The condition depends on the number of Momentum dice you have when you use this Finisher. You can choose to inflict a condition that requires fewer Momentum dice than you expend, but all Momentum dice are expended regardless of the condition selected.

The target can repeat its saving throw against the condition at the end of each of its turns, ending the effect on a success. If the condition inflicted is Prone, they do not need to pass a subsequent save and can end the condition by standing as normal instead (if able to).

If the target fails their initial save against the effect, you regain 1 Focus Point.

Chasing Finisher

Finisher, bonus action

As a bonus action, you expend all of your Momentum dice to move 10 feet per die expended before making a melee weapon attack. On hit, add the expended

Momentum dice to the weapon damage roll.

Hemorrhaging Wound

Finisher, special

When you hit a creature with an attack, you can expend all of your Momentum dice to rend a vicious bleeding wound. At the end of each of the creature's turns, it loses hit points equal to the number of Momentum dice expended. Each time it takes damage from this effect, the number of dice of damage it takes at the end of its next turn is reduced by 1, and the bleeding stops when the number of dice would be reduced to 0. Applying a new bleed while the target is still bleeding does not stack, but refreshes the number of dice of damage taken from the bleed to the higher of the two values.

Opportunistic Shot

Finisher, reaction

As a reaction to a creature within 20 feet becoming paralyzed, restrained, or stunned, you can expend all of your Momentum dice and make a single weapon attack with a firearm you are holding. On hit, add the expended Momentum dice to the weapon damage roll.

Vicious Finisher

Finisher, bonus action

As a bonus action, you form one hand into a spectral beast claw and make a melee weapon attack with it, and expend all of your Momentum dice. On hit, the target takes slashing damage equal to 1d12 + your Strength modifier + 2 Momentum dice for each die expended. This attack has a higher critical hit range based on the number of Momentum dice expended, reducing the roll needed by 1 for each die, up to a maximum of scoring a critical hit on a 15-20 with 5 Momentum dice.

If the Finisher is a critical hit, you regain 1 Focus Point.

Volley Finisher

Finisher, bonus action

When you are carrying a firearm, as a bonus action, you can expend all of your Momentum dice to reload and fire a spray of shots at blinding speed. Each creature in a 30-foot cone must make a Dexterity saving throw against a DC of 8 + your Dexterity modifier + your proficiency bonus. On failure, a creature takes piercing damage equal to the total rolled on the Momentum dice.

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